

# CHAPTER 2

## KNOWLEDGE REPRESENTATION AND INFERENCE

# Requirements for K.R. Languages

- **Representational adequacy:**  
It should allow to represent all knowledge that one needs to reason with.
- **Inferential Adequacy:**  
It should allow **new knowledge** to be inferred from basic set of facts.

# Requirements for K.R. Languages (Cont.)

- **Inferential Efficiency:**  
Inferences should be made efficiently.
- **Naturalness:**  
The language should be reasonably natural and easy to use.

# Requirements for K.R. Languages (Cont.)

- **Clear Syntax and Semantics:**  
We should clearly define allowable formulas (and the language) and their meaning.

# Syntax and Semantics

- **Syntax (Symbols):**  
Formal Language = Set of Symbols.
- **Semantics (Meaning):**  
Is the Meaning (of all symbols).

# Syntax and Semantics (Cont.)

- Example 1:
  - K. Represent : Propositional Logic.
  - Syntax:  $p \sqcap q$
  - $p$  and  $q$  are non logical sentences.

(Continued on Next Slide)

# Syntax and Semantics

## Example 1 (Cont.)

### – Classical Propositional Logic Semantics:

- If light goes on, then bring a towel.

p : light goes on,

q: bring a towel

- p is True or False.  
q is True or False.

$\square$	T	F
T	T	F
F	T	T

# Syntax and Semantics (Cont.)

- We say:

$$A \text{ True} \quad \text{iff} \quad \models A$$

- Example:

$$(p \sqcap q) = \text{True} \quad \text{iff} \quad \models (p \sqcap q)$$

# Syntax and Semantics (Cont.)

## Example 2

- Example 2 for Syntax and Semantics:
  - Syntax:  $(p \sqcap q)$
  - $p = 2+2 = 4$   
 $q = 273$
  - $(T \sqcap F) = F$
  - Hence,  $(p \sqcap q)$  is False in this particular case.

# Syntax and Semantics (First Order Logic)

- Example (Book):

Red( Allison, Car)  $\equiv$  Allison's car is red.  
(Intended Interpretation)

- Red – Two argument predicate symbol.
- Alison – Constant
- Car – Constant.

$P(C_1, C_2)$

# Syntax and Semantics

## Book Example (Cont.)

- **Question !**

(About the knowledge Representation):

Is Red (as a color) always a 2–argument relation?

What about “Red (flower)” with intended semantics.

- **But** it may be ok in your particular program, if well defined and used consistently – **Always define your syntax and semantics – It is formal and not intuitive !!!**

# Syntax and Semantics

## Book Example (Cont.)

- We can have two knowledge Representations for “Alison’s car is Red.”
- Knowledge Representation 1:
  - $\text{Red}(\text{Allison}, \text{Car})$
  - Here we have a predicate of the form:  $P(C_1, C_2)$ , i.e., two argument predicate.
  - Pure Logic:  $\text{Red}(x,y) \leftrightarrow x \text{ has a Red } y.$

# Syntax and Semantics

## Book Example (Cont.)

- Knowledge Representation 2:
  - Check book, page 10.
  - $\text{Red}(x) \leftrightarrow x \text{ is red.}$  (Different semantics !)
  - Constant: Allisons-car.
  - $\text{Red}(\text{Allisons-car}).$
  - Pure Logic:  $P(C).$ 
    - $P$  is one argument predicate.
    - $P(x)$  is one argument predicate.
    - $P_{\underline{r}}$ : Red (Intended Interpretation.)

# Syntax and Semantics

## Book Example (Cont.)

- The following two representations should not appear together !

1)  $\exists x \text{ Red}(x, \text{house})$

This means some people have a red house.

2)  $\exists x \text{ Red}(x)$

This means some  $x$  (object) is Red.

# Naturalness

- A Knowledge Representation language should allow you to represent adequately complex facts in a clear, precise and **natural way**.
- **Use Intended Semantics.** (Refer back to **Block World**)
- Some facts are hard to represent in a way that we can also correctly reason with them.

# Naturalness (Cont.)

- Example:

John believes no-one likes brussel sprouts.

- Believes - ??
- Syntax:  $Bel(x,y)$   
Semantics: x believes in y
- What are rules that govern our believe system?
- Believe Logics, Modal Logics, etc.
- We are out of first order logic.

# Clear Syntax and Semantics



- A **precise** syntax and semantics are particularly important given that an AI program will be Reasoning with the knowledge and drawing new conclusions.

# Clear Syntax and Semantics (Cont.)

- **Example:**

If system concludes:

“Interest (Alison, high)”

we need to know what it means !

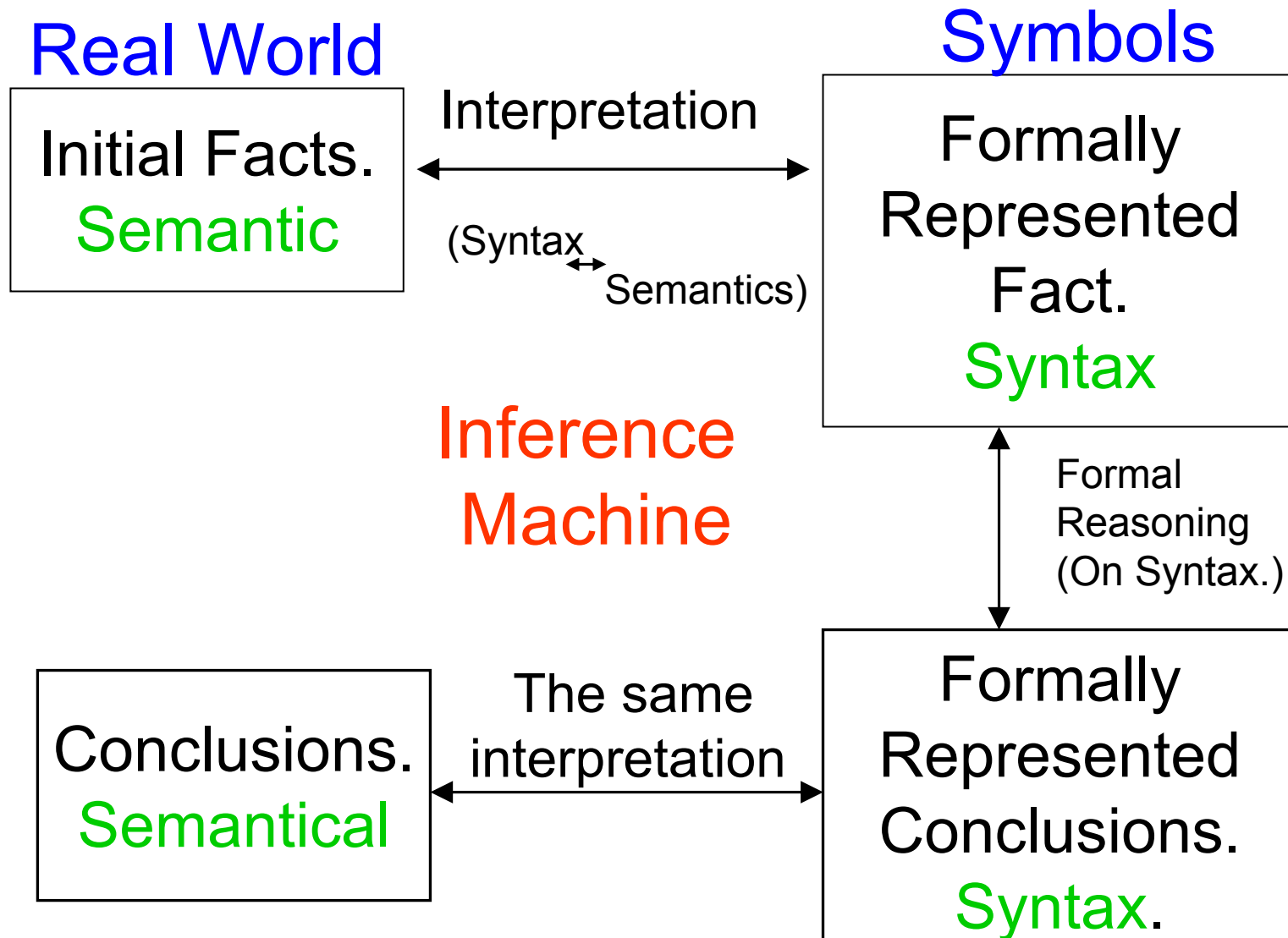
Does it mean:

- Allison’s Mortgage interest is high.
- I am interested highly in Allison.
- Or maybe... Allison is interested in high mountains climbing.

And all this under Intended Interpretation.

Interest(x,y) iff “x is interested in y”

# Syntax – Semantics Picture



# Inferential Adequacy

- Being able to deduce new facts from existing knowledge.
- Knowledge Representation Language Must Support Inference.
- Point:  
We can't represent explicitly everything that the system might ever need to know; Some things must be left implicit to be deduced when needed.

# Inferential Adequacy (Cont.)

- **Example:**

Let us say we have Knowledge about a 100 students. It is wasteful to record all facts about all students (in one database.)

- We can **deduce** that Fred attends (some) lectures from the fact that Fred is a student, etc.
- Fred cannot be the president of the u.s – We deduce it from the fact that u.s. has a president and it is not Fred, etc.

# Main Approaches to Knowledge Representation

- Logic.
- Frames and Semantic Networks (Nets).
- Rule – Based Systems.

# Main Approaches to Knowledge Representation

- Logic:  
Declarative approach and classical reasoning. Classical logic  $\mapsto$  non-classical logics: temporal, modal, belief, fuzzy, intuitionistic and many others.

# Main Approaches to Knowledge Representation

- Frames and Semantic Networks (Nets):
  - Natural way to represent factual knowledge about classes of objects and their properties.
  - Knowledge is represented as a collection of **objects** and **relations**.  
The special relations are: **Subclass** and **Instance**, and we define the property of **Inheritance**.

# Main Approaches to Knowledge Representation

- Rule – Based Systems:
  - Procedural aspects of our knowledge are stressed more than the declarative ones.
  - Condition – Action rules are widely used in Expert Systems.
  - A Rule – Based language provides algorithms for reasoning with such rules.

# Main Approaches to Knowledge Representation

- Rule – Based Systems (Cont.):
  - Rule – based systems are also called **Production Systems**.
  - They were first introduced by **E. Post** in 1944.
  - Current form is due to **A. Newell & H.A. Simon (1972) for psychological modeling.**
  - **B. Buchanan & E. FEIGENBAUM (1978), Cannot see !**